Curriculum Vitae

Name: Petar Angelov

Date of Birth: 25/04/1999

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# Key skills

**Technical skills:**

**Languages:** Java, JavaScript, TypeScript, C#, C, C++, Kotlin, UML, XML, SQL

**Databases:** OracleDB, MySQL, MS SQL Server, IBM DB2, MongoDB

**Web technologies:** HTML5, CSS3, Bootstrap, Material-UI, Semantic-UI, Formik

**Java technologies:** Spring Framework, Spring Boot, Hibernate/JPA, Junit, Maven, Gradle, Selenium, Mockito, Flyway, Ant, Servlet API, JSP, JSF, Lombok, SonarLint, Harmcrest, AssertJ, JAX-B, JAX-WS, JAX-RS, Jackson, GSON, JSON-B, Apache CXF, Log4j, Apache Shiro, Swagger, Metamodel, Apache Camel, Apache Kafka, Quarkus, Micronaut, Eclipse

**JavaScript technologies:** ReactJS, NodeJS, Ajax, JQuery, npm, Webpack, Angular, SWR, Axios

**C# technologies:** Windows forms, WPF, ASP.NET, Entity Framework, Blazor, Xamarin, Applet, Moq, MSTest

**Operating systems:** Windows OS, Linux(Kali Linux, Ubunto), IOS, Android  
**Others:** JSON, Git, Jira, Jenkins, Azure, AWS, Docker, Kubernetes, Computer networks, Penetration testing, Agile, Scrum, CI/CD, Kanban

**Linguistic skills:**

**Bulgarian English: Speaking: B2-C1**

**Writing: B2-C1**

**Reading: B2-C1  
 Listening: B2**

**Work Experience**

* 05 /2020 – PRESENT - Junior full stack software engineer at Proxiad

The main application I’m working – CRM. It’s a banking system. This software is used for managing the relationship between customers and their accounts and much more.

**Projects**

I've worked on several projects during my free time.

Some of them are:

## -Tic-Tac-Toe game

**Description:** The game is the classic paper-and-pencil game. You should put your mark somewhere on the matrix, which matrix is 3x3 size. The player who puts three of their marks in a horizontal, vertical, or diagonal row is the winner. The most interesting part is that I wrote an AI algorithm, so the player can play with the phone, but he will lose the game. The algorithm is a matrix of the results of the current game, something like snapshot. After that the algorithm made a move in the snapshot and simulate your move, after that made another snapshot of the snapshot and so on, till calculate the best move, after that made the move in the real game. The algorithm creates 167 recursive snapshots for a move. The application also allows you to play multiplayer, I used my PC for server, only for the test. The main idea behind the application is to solve the problems in the application with algorithms created myself or ready-made. It’s not technology rich application.

**Technologies:** Java, XML, Gradle

**Tools:** Android Studio **Link:**[](https://github.com/Petretooo/TicTacToe_AI)

**Architecture:** MVVM, RESTful

**-Hangman game  
Description:** This application is another classic game. You should find the correct word to win. Also, you have a limited moves and it’s a multiplayer application. You can play this game with a lot of players, there’s no limit. The application also has a ranking system for the players. Тhe game itself is not innovative, but when I decided to create it, my idea was to use many technologies, so I can master them.  
**Technologies:** Java, JavaEE(Servlet API, JSP, JSF, JSTL, TagFiles, JPA, Metamodel, JAX-RS, JAX-WS, JAX-B, JSON-B), Maven, SonarLint, Junit, AssertJ, Harmcrest, Mockito, Spring Framework(MVC, AOP, Data, Batch, Session, Security, Hateoas, Webflux…), Spring Boot, Hibernate, Apache CXF, JSON, GSON, Jackson, Flyway, JavaScript, Node, ReactJS, npm, Webpack, Babel, ESLint, Formik, Bootstrap, Material-UI, Apache Shiro, Selenium, SQL(OracleDB, MySQL), MongoDB, Axios, Ajax, JQuery, Docker, HTML, CSS, SASS, XML, swr and etc.  
**Architectures**: MVC, RESTful, SOAP, Microservices, N-tier (application have variation by architecture design)

**Link:**[Icon

Description automatically generated](https://github.com/Petretooo/Software-Developer-Training/tree/IterationSix)

**Java Fundamentals**



**Java Advanced**

**Java OOP**

**Java Project - BarracksWar**

**Java Android Game - Space Defenders**

**C# Parking Software**

**Java Project(Spring) - MeisterTask**

**C/C++**

**UML**

**Data Structures Implementations**

**Algorithms**

**Sorting algorithms**

**MySQL**

**MS SQL**

**Education**



More projects and tasks you could find in my GitHub:

Mathematics and English with profile Informatics

PMG Boyan Petkanchin, Haskovo 2013 — 2018

Software Engineering

Plovdiv University 2018 — Current

Software Engineering

2018

— 2020

Software University (SoftUni)

I have several certificates:

**Programming Basics with Java**

**Technology Fundamentals with**

**Java Java Advanced**

**Java OOP**



**Personal skills**

**Communication skills**: Verbal Communication, Non-Verbal Communication, Active Listening Confidence, Diplomacy, Friendliness,

Patience, Tolerance  
**Problem-solving skills**: Analysis, Design, Experimenting, Innovation, Insight, Lateral Thinking, Logical Reasoning, Reframing  
**Leadership skills**: Conflict and Dispute Resolution, Deal-Making, Cultural Intelligence, Strategic Planning, Encouraging  
**Work ethic skills**: Calm, Curiosity, Discipline, Emotion Management, Organized, Motivated, Optimistic, Open-Minded, Perseverant,

Responsible, Taking Criticism  
**Teamwork skills**: Accept Feedback, Collaborative, Coordination, Deal with difficult situations, Respectfulness, Social skills  
**Time Management skills**: Allocating Resources, Critical Observation, Focus, Goal setting, Introspection, Planning, Personal Time

Management, Prioritization, Scheduling, Task Planning

# Interests and hobbies

Little additional information about me and my interests aside from the IT industry. Some of my interests aside from this environment are astronomy, physics, math, hiking, swimming, traveling, reading books, on any subject, stock exchange, entrepreneurship. I love to read daily news on political, tech, business topics. Every day I go to fitness or meet with my friends in my time.

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